

ABSTRACT: ABSTRACT OF THE DISCLOSURE

A method for operating a video game with backfeeding a video image of a player, and a video game arranged for practising the method.

In a video gaming environment, a player is enabled to interact with the environment. Further, a score and/or performance of the player in a particular session is machine detected and fed fed back into the gaming environment and a representation of said score and/or performance is displayed in visual form through an item that identifies the player in question. In particular, the method automatically takes up a video image of the player in question as said representation for subsequent video display in said gaming environment.

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